

ARMED FORCES RUGBY (Men):

1. RULES OF THE TOURNAMENT: Current International Rugby Board (IRFB) rules, as amended by the AFSC.
2. TYPE OF TOURNAMENT: Single round-robin, followed by consolation and championship games. If a player is sent off, that player is gone for the remaining games of the championship and overall roster is reduced by one.
3. WEIGHT CLASSES: Not applicable
4. SCORING: Current International Rugby Board (IRFB) rules
5. TYPE OF BALL: Ball must adhere to current IRB specifications.
6. DRAW: As determined by the AFSC
7. SCHEDULED WEIGH-INS AND PHYSICAL EXAMINATIONS: Not applicable
8. GAME LENGTH AND TIE BREAKER:
 - a. Round-robin games: played in 30-minute halves, with a 10-minute half time break.
 - b. Tie breaker (after round robin games): head to head of teams involved, points for and against all teams, converted tries (total).
 - c. Consolation and championship games: played in 40-minute halves, with a 10-minute half-time break.
 - d. Tie breaker (consolation and championship game): play two (2) ten minute halves (overtime period), if not decided use head to head competition between teams. If still tied, use points for and against (all teams). If still no decision, use converted tries (total), and last could be coin toss to declare winner.
 - e. Drawn matches: Drawn matches shall be declared a tie, except for the consolation and championship matches. Ten-minute overtime periods shall be added to these matches until these games are decided. A three-minute interval shall be scheduled between each extended period.
9. EQUIPMENT: All footwear (boots), including those with alloy safety studs, must be in compliance with current IRB rules.

10. SCHEDULE OF EVENTS:

Day One	Mon	0900-1700	Arrival of Teams
Day Two	Tues	0800-0900 0900-0930 1000-1600 1600-1700 1730-1930	Team Photos Opening Ceremony Rehearsal Team Practices Organizational Meeting Informal Banquet/Ice Breaker
Day Three	Wed	0800-0830 0900 - 1030 - 1200 - 1400 - 1530 -	Opening Ceremony Game #1 Team A vs Team B Game #2 Team C vs Team D Game #3 Team A vs Team E Game #4 Team B vs Team C Game #5 Team D vs Team E
Day Four	Thurs	0900 - 1030 - 1200 - 1400 - 1530 -	Game #6 Team A vs Team D Game #7 Team B vs Team E Game #8 Team C vs Team A Game #9 Team B vs Team D Game#10 Team C vs Team E
Day Five	Fri	1100 - 1300 -	Consolation Game Championship Game Awards presented immediately after Championship Game

11. TEAM STANDINGS: Based on tournament record or tie breaker rules

12. AWARDS:

- a. Individual Awards: Each member of the championship and runner-up team receives individual medallions not to exceed 34 medals per team.
- b. Team Award: No trophy is presented.
- c. An All Star: A 15 player All-Star team is selected. This team is announced prior to announcing the 28 players selected to advance to higher-level competition. The designated All-Star team receives coins. If there is no higher-level competition, a 28 player All-Star team is selected, with each player receiving a coin.

13. TEAM COMPOSITION FOR ARMED FORCES: Team competition will not exceed:

30 Players

1 Coach

1 Assistant Coach

1 Certified Athletic Trainer (2 trainers authorized for the Armed Forces Championship)

1 OIC

34 Total

14. TEAM COMPOSITION FOR CISM OR SHAPE: As follows or as dictated by host country invitation

28 Players (For ITT's)

1 Coach

1 Ass't Coach

1 Certified Athletic Trainer

1 Team Captain

32 Total